

Greenville Recreation and Parks Department Adult Wiffle Ball Information & Rules Fall 2009

League Director: Lewis Holloman, Recreation Supervisor
Phone: 329-4550
Office: H. Boyd Lee Park

Team Registration:

1. League sign-ups will be taken on a first-come first-serve basis.
2. A late fee of \$30.00 will be assessed after the dead line if teams are still being accepted into the league.

Eligibility:

1. All participants must be 16 years of age and are required to pay the appropriate fees to participate.
2. In order for a player to be eligible to play, a contract must be on file in the Recreation & Parks Department on the day of the game in which one is to play and any participation fees must be paid. No player will be allowed to play or be under contract with more than one team in his/her league in the Greenville Recreation and Parks Department (GRPD) program. Once a player plays in one regular season game for a certain team, they may not switch teams.
3. An ineligible player will result in the forfeiture by the guilty team of any game or games in which the ineligible player participated.
4. Each roster is limited to 10 players, including manager and coaches.

Manager's Duties:

1. It shall be the duty of each manager to see that the official roster, contracts, and entry fees are delivered to the League Director as prescribed in the Wiffle Ball Deadline and Fact Sheet.
2. Ensure all players on their team are eligible and understand the rules and regulations of the GRPD Wiffle Ball League. Managers or team captains are the only ones to question the umpire.
3. Site supervisors have the authority to forfeit a game because a team has failed to provide 4 players by game time.
4. Contact the GRPD staff in the event of inclement weather. (See General Information #2)
5. The manager is responsible for the conduct and behavior of the players and fans of their team.
6. It is the responsibility of the manager to contact the GRPD staff concerning the rescheduling of games.

Activity Format:

1. Each team will play 12 regular season games followed by a double elimination tournament.
2. Games will be played from 6:30 PM to 8:30 PM, Monday through Thursday at H. Boyd

Lee Park. Depending on participation and facility availability, games may be scheduled on Sundays at the Sarah Vaughn Field of Dreams beginning at 2:00pm.

Tournament:

1. A double elimination tournament will begin immediately at the conclusion of the regular season. It is the manager's responsibility to pick up schedules or call the Athletic Office following postponed tournament games.
2. Seeding in the tournament will be determined by the standings in the regular season. In case of a tie for regular season, tournament seeding will be based on the team having the better record between the tied teams. If a tie still exists, there will be a coin toss to determine the higher tournament seed.

General Information:

1. Additions to Roster: A player must be entered on the team roster prior to participation. Additions may be made at H. Boyd Lee Park during normal office hours. No additions will be allowed during the playoffs. **An individual must be listed on the roster prior to the team's last regular season game in order to be eligible for post-season play.** A player on the roster is **not required** to play in a regular season game in order to be eligible to participate in the post-season tournament.
2. Games shall be postponed when the GRPD staff determines the field as being unplayable. Managers should contact the GRPD staff after 5 PM, and players should contact their managers. Rained out games will be made up at the end of the regular season play.
3. Schedules for the season will be ready for managers to pick up on Thursday, September 10, 2009. Games will begin the week of September 14, 2009. Tournament playoffs will begin immediately after the regular season concludes.
4. The athletic staff reserves the right to use different nights and locations due to facility availability problems we encounter on occasion. Alcoholic beverages will not be allowed at anytime on City property. If in the opinion of the referees, the League Director, or a GRPD staff member, a player or manager/coach has been drinking and is not removed from the game and playing area after the manager of the team involved has been notified, the game will be forfeited.
5. Identification (I.D.) Required! All participants are required to show a valid picture I.D. upon request by the GRPD staff. Failure to provide valid identification will result in that participant being ineligible to participate. **THERE WILL BE NO EXCEPTIONS!!**

A game will be forfeited for the following reasons:

1. If a team fails to provide 4 legal players at the start of a game. A grace period of 5 minutes will be allowed for all games from the scheduled start time.
2. If a team or any member of a team shall impede the progress of a game.
3. Any physical contact with an umpire, scorekeeper, site supervisor or any member of the GRPD staff (indefinite suspension from all City programs and services is possible).
4. The use of alcoholic beverages or illegal drugs. Alcoholic and illegal drugs will not be allowed anytime on City property. If in the opinion of the referee, the League Director, or any GRPD staff member a player or manager/coach is under the influence of illegal drugs or alcohol and is not removed from the game and playing area after the manager of the team involved has been notified, the game will be forfeited.

**Greenville Recreation and Parks Department
Adult Wiffle Ball Rules
Fall 2009**

I. Governing Rules

Current rules of the United States Perforated Plastic Baseball Association (USPPBA) shall apply with modifications or exceptions as indicated below.

II. Equipment

- A. Tennis shoes must be worn by **all** participants when playing at the Sarah Vaughn Field of Dreams. Rubber cleats may be worn **only** when games are played at H. Boyd Lee Park.
- B. GRPD will provide WIFFLE ball bats and are the only legal types of bat for use.
- C. The WIFFLE perforated plastic baseball shall be used and will be furnished.
- D. Regulation baseball/softball gloves may be worn by all players. The pitcher's glove can not have any white or distracting material upon it. **Gloves are not required.**

III. Starting and Ending the Game

- A. Home and away teams will be determined by a game schedule provided by GRPD.
- B. Teams must be prepared to begin play promptly at the scheduled game time. A five minute grace period will be provided for all games.
- C. A team shall consist of 5 or 6 players (**Only five may play the field at one time while the batting order may consist of 5 or 6 players**). **The sixth player is similar to the extra player rule used in ASA softball.** However, to avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue play with a minimum of four (4) players. The defensive position of pitcher **must** be filled. Late players may be added to the end of the batting order with no penalty.
- D. An official game shall consist of seven (7) innings or 60 minutes, whichever occurs first.
- E. A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning.
- F. If a team is ahead by 15 runs after 4 complete innings of play or 10 runs after 5 complete innings of play, then the game is over. (Three and one half innings or four and one half innings if home team is ahead.)
- G. If an inning has begun and the time limit expires, the inning shall be completed (unless the home team does not require their turn at bat).
- H. In the event of a tie score at the end of seven (7) innings or at the end of the last completed inning, each subsequent half-inning will begin with the batting team placing a runner on second base (The runner will always be the last batter to complete their turn from the previous inning). Extra innings, under these conditions, will be played until a winner is determined.
- I. The game will be considered complete after 5 innings of play, 4 ½ innings if the home team is ahead, or if the time limit is exceeded.

IV. Batting

- A. Bunting or chopping the ball **is illegal (dead ball, batter is out, runners may not advance)**.
- B. The batter will be declared out if he/she hits a foul ball with a two-strike count.
- C. A fair-batted ball hit over the wall is a homerun.
- D. "Out of Play" areas will be determined by the umpire(s) prior to the start of the game.
- E. The team at bat is responsible for **all** passed balls.

V. Pitching Regulations

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand.

- B. The pitched ball may be thrown in an overhand or underhand motion. There is **no arc requirement.** ****There is a moderated speed requirement. THERE WILL BE NO FASTBALLS!!** There must be a definite pause prior to beginning the pitching motion and delivery must be made directly to home plate once the pitching motion begins. A stop or change of direction in the pitching motion will result in an illegal pitch being called.
- C. The pitcher may take only one step before releasing the ball and the pivot foot must remain in contact with the pitcher's plate area for the duration of the pitch.
- D. There are no balks. Any deviation from pitching regulations shall result in an illegal pitch. In all instances, the umpire shall call illegal pitch loud enough for the batter and pitcher to hear. A ball will automatically be awarded unless the batter swings. Should the batter swing, the illegal pitch call will be ignored and the result of the play will stand.
- E. A strike zone target will be used to determine strikes and balls. The target will be 23 inches wide by 27 inches high/long and will stand 13 inches off the ground. The target will be placed 3 feet past home plate. If a legal pitch makes contact with the target, without first touching the ground, the pitch is a strike, if it misses, it is a ball. A pitch must go in front of the batter. Four (4) balls equal a walk and three (3) strikes equals an out.
- F. Any pitched ball which strikes the batter shall be ruled upon based upon whether the batter swung (strike) or whether the pitch was within the strike zone (strike) or outside this area (ball). **A batter will not be awarded 1st base if struck by a pitched ball.**
- G. The pitcher should only have the game ball in possession before each pitch.
- H. The distance from the pitcher's plate to home plate shall be 40 feet.
- I. The bucket of wiffle balls by the pitcher is considered part of the field of play. If bucket is knocked over during a live ball situation, the umpire will rule on obstruction/interference based on the result of the play.

VI. Baserunning

- A. There is no stealing of bases under any condition.
- B. A runner may leave a base only after the ball has BEEN CONTACTED BY THE BATTER.
- C. If an overthrow goes out of play or is interfered with by a spectator, coach, opposing team player or equipment, the base runners are awarded two bases from the release of the throw or the interference contact based on the runner's location.
- D. Malicious contact by a base runner with a fielder will result in an out and an automatic ejection.
- E. **The runner or batter-runner may be put out by being struck with a thrown ball below the player's chest if he/she is between bases. If a runner or batter-runner is put out in this manner the ball is dead and all runners must return to the last base legally occupied, unless forced to advance prior to the out.** Any thrown ball from a fielder which strikes the runner above this area shall be treated as an overthrow unless the runner caused this contact by altering their movement as to encourage being struck (interference). The fielder shall be ejected for any malicious attempt to injure a runner with a thrown ball or for striking a runner above the chest for the second time in the same game. A warning will be issued following the first occurrence in addition to overthrow penalties.
- F. Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play. Contact is not required. When this occurs, the ball is ruled dead and runners return to the last base touched and someone will be called out.
- G. **Sliding is illegal and is a form of interference** when it is an intentional act designed to avoid being put out and the runner's hand and/or knee touches the ground.

VII. Players/Substitutions

- A. Substitutions may be made at any time with prior notification to the umpire.
- B. If the pitcher is removed from the pitching position, he/she may only return to this position one time. However, this player may remain in the game at another position.
- C. If a player leaves the game in favor of a substitute, that player may re-enter the game once, but only in the same batting position.
- D. If a “substitute” leaves the game, that player may not re-enter the game.
- E. Free substitution of fielders is permitted among all players in the batting order. The batting order shall not be changed at any time except for the addition of a player to the end of the order (maximum of 6 batters).